

<b>NAME:</b> Quickstrike (BW)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
20	Strength	x1	10	10
16	Dexterity	x3	10	18
21	Constitution	x2	10	22
10	Body	x2	10	0
14	Intelligence	x1	10	4
20	Ego	x2	10	20
12	Presence	x1	10	2
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	4	6
10	Energy Defens	x1	4	6
4	Speed	x10	2.6	14
9	Recovery	x2	8	2
42	Endurance	x1/2	42	0
32	Stun	x1	31	1
<b>Characteristics Cost:</b>				105

<b>STR Roll:</b> 13-	Run	11"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 12-	Jump	4"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 0

<b>DISADVANTAGES</b>	<b>BASE:</b> 100+ <b>PTS</b>
Accidental Chg, "To beast form if Stunned", very common, occur 11-	20
Distinctive, "Talking scorpion/cobra", easily concealable, minor	5
Distinctive, "Western accent", easily concealable, minor	5
Enraged, "If made to look like a fool", uncommon, occur 8-, recover 11-	5
Hunted, "Anti-Predacon forces", as powerful, harsh, appear 11-	15
Psych Lim, "Arrogant", common, strong	15
Psych Lim, "Violent", common, strong	15
Psych Lim, "Overconfident", common, strong	15
Rep, "Evil alien robot", occur 8-, extreme reputation	10
Rivalry, "Other Predacon warriors", professional	5
Unluck, 1D6	5
Vuln, "To positive PRE attacks by females", uncommon, x2 effect	10
Vuln, "To high energon attacks in robot form", uncommon, x2 stun	10
Watched, "Predacon leaders", more powerful, non-combat influence, harsh, appear 14-	15

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 250



<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	EC (10), "Transformer powers"	
7a)	7/7 Armor, OIF(-1/2)	
7b)	Shape Shift, "Scorpion/Cobra", Incantation(-1/4), IIF(-1/4), 0 END	
	Persistent(+1)	0
1	Life Support - Requires half normal food.	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging	
36	MP (45), "Weapons", Only in appropriate form (-1/4)	
3u	2D6 HKA, "Claws or Bite", vs physical defense, 0 END(+1/2)	0
2u	3D6 RKA, "Blaster", OAF(-1), 13-16 Charges(0)	0
3	Radio XMIT/REC, OIF(-1/2)	
4	1 BODY Regen, recovery rate: per hour, Linked(-1/2), "Shape Shift"	
15	11" Running, 1/2 END(+1/4)	1
5	20 STR, 1/2 END(+1/4)	0
	==Skills==	
1	Acting 8-	
3	12- Fast Draw	
18	6 Levels: Claw/bite, blaster and punch, tight group	
3	Navigation 11-	
3	Survival 11-	
	==Talents==	
5	1D6 Luck	

145 : **Powers Total**  
105 + **Characteristic Total**  
250 = **Total Cost**

Base OCV: 5      Base DCV: 5  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 16      SPD: 4      ECV: 7  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 17/ 7      ED/rED 17/ 7  
END: 42      STUN: 32      BODY: 10

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**

Name: Quickstrike  
Species: Cybertronian  
Gender: Male  
Height: 6 feet  
Team: Predacons

